Index: volume 3 numbers 1–3

Subject index

A
adaptive modelling 27
artifact analysis 205
authoring systems 319
C
choice representation 270
cognition 270
communication aid 27
communication theory 283
computer supported cooperative work 319
conference systems 319
context 243, 283
cortical processing 217
curriculum development for HCI 92, 232
D
database application 302
decision making 270
decision support systems 167
dialogues 131
distance learning 92, 232
E
education 92, 232
entity-relationship model 302
ethnomethodology 243
F
failure analysis 3
feedback 51, 155
G
graphical techniques 302
H
help system 187
human factors 119
HyperCard 51
hypothesis testing model 205
I
iconic description 270
information systems 187
interaction devices 270
interaction tasks 9
interactive modelling 167
interfaces 3, 9, 27, 51, 131, 167, 187, 217
interface design 3, 9, 119, 283
interface design philosophy 283
K
key size optimisation for touchscreens 253
L
learning 187
M
Macintosh interface 9
manipulation (direct) 9
menemes 9
menus 27
message systems 319
monitor positioning for touchscreen use 253
multimedia 131,283
O
object-oriented programming 131
observation-invention pairs 205
P
psychology 119
R
rapid prototyping 51
reactive keyboard 27
reasoning 243
representation 243
Rogerian psychology 119
S
screen design 217
semiotics 283
software design 51, 155, 205
software toolkit 51, 131
spatial indexing 217
T
task taxonomy 9
text generation 27
text prediction 27
touch biases 253
touchscreen keyboards 253
U
usability 27, 155
user environment 131
user interface management systems 131
users 27, 155, 167, 187, 205
V
visual data model 302
visual language 302
visual simulation 187
visualisation 131, 302
W
WordPerfect 155

Index: volume 3 numbers 1–3

Subject index

A
adaptive modelling 27
artifact analysis 205
authoring systems 319
C
choice representation 270
cognition 270
communication aid 27
communication theory 283
computer supported cooperative work 319
conference systems 319
context 243, 283
cortical processing 217
curriculum development for HCI 92, 232
D
database application 302
decision making 270
decision support systems 167
dialogues 131
distance learning 92, 232
E
education 92, 232
entity-relationship model 302
ethnomethodology 243
F
failure analysis 3
feedback 51, 155
G
graphical techniques 302
H
help system 187
human factors 119
HyperCard 51
hypothesis testing model 205
I
iconic description 270
information systems 187
interaction devices 270
interaction tasks 9
interactive modelling 167
interfaces 3, 9, 27, 51, 131, 167, 187, 217
interface design 3, 9, 119, 283
interface design philosophy 283
K
key size optimisation for touchscreens 253
L
learning 187
M
Macintosh interface 9
manipulation (direct) 9
menemes 9
menus 27
message systems 319
monitor positioning for touchscreen use 253
multimedia 131,283
O
object-oriented programming 131
observation-invention pairs 205
P
psychology 119
R
rapid prototyping 51
reactive keyboard 27
reasoning 243
representation 243
Rogerian psychology 119
S
screen design 217
semiotics 283
software design 51, 155, 205
software toolkit 51, 131
spatial indexing 217
T
task taxonomy 9
text generation 27
text prediction 27
touch biases 253
touchscreen keyboards 253
U
usability 27, 155
user environment 131
user interface management systems 131
users 27, 155, 167, 187, 205
V
visual data model 302
visual language 302
visual simulation 187
visualisation 131, 302
W
WordPerfect 155

Title index

A survey of CSCW systems 319
Adaptive predictive text generation and the reactive keyboard 27
Cognitive assessment of alternatives 270
Context and its representation 243
Direct manipulation interaction tasks: a Macintosh-based analysis 9
Images: a user interface development system 131
Importance of failure analysis for human-computer interface design 3
Improving touch screen keyboards: design issues and a comparison with other devices 253
Interactive modelling in decision support systems 167
Observations and inventions: a new approach to the study of human-computer interaction 204
Rapid prototyping in human-computer interface development 51
Report on the INTERACT'90 Workshop on Education in HCI: transcending disciplinary and national boundaries 232
Rogerian psychology and human–computer interaction 119
Teaching the practitioners: developing a distance learning postgraduate HCI course 92
The challenge of interface design for communication theory: from interaction metaphor to contexts of discovery 283
Users, a software usability model and product evaluation 155
Visual development of database applications 302
Visual guidance for information navigation: a computer-human interface design principle derived from cognitive neuroscience 217
Visual simulation as an aid to understanding computer functions 187

Author index

Alves-Marques, J., Guimares, M. and Pinto Samoes, L. IMAGES: a user interface development system 131
Apperley, M.D. see Phillips, C.H.E.
Cooper, G. Context and its representation 243
Darragh, J.J. and Witten, I.H. Adaptive predictive text generation and the reactive keyboard 27
Denning, S.M. see Keeler, M.A.
Eason, K. see Mantei, M.
Eriksson, I.V., Finnas, A.E. and Reijonen, P. Visual simulation as an aid to understanding computer functions 187
Finnas, A.E. see Eriksson, I.V.
Guimares, N. see Alves Marques, J.
Hartson, H.R. and Smith, E.C. Rapid prototyping in human-computer interface development 51
Hewett, T.T. see Mantei, M.
Hewett, T.T. Importance of failure analysis for human-computer interface design 3
Holcomb, R. and Tharp. A.L. Users, a software usability model and product evaluation 155
Jones, M.R Interactive modelling in decision support systems 167
Keeler, M.A. and Denning, S.M. The challenge of interface design for communication theory: from interaction metaphor to contexts of discovery 283
Keller, L. see Preece, J.
Killam, H.W. Rogerian psychology and human-computer interaction 119
Mantei, M., Hewett, T., Eason, K. and Preece, J. Report on the INTERACT'90 workshop on education in HCI: transcending disciplinary and national boundaries 232
Monk, A.F. and Wright, P.C. Observations and inventions: new approaches to the study of human-computer interaction 204

Orman, L.V. Visual development of database applications 302
O'Neill Strong, K.E. see Strong, G.W.
Phillips, C.H.E. and Apperley, M.D. Direct manipulation tasks: a Macintosh-based analysis 9
Pinto Samoes, L. see Alves Marques, J.
Preece, J. see Mantei, M.
Preece, J. and Keller, L. Teaching the practitioners: developing a distance learning postgraduate HCI course 92
Reijonen, P. see Eriksson, I.V.
Rodden, T. A survey of CSCW systems 319
Sears, A. Improving touchscreen keyboards: design issue and a comparison with other devices 253
Smith, E.C. see Hartson, H.R.
Spence, R. and Parr, M. Cognitive assessment of alternatives 270
Strong, G.W. and O'Neill Strong, K.E. Visual guidance for information navigation: a computer-human interface design pricinple derived from cognitive science 217
Tharp, A.L. see Holcomb, R.
Witten, I.H. see Darragh, J.J.
Wright, P.C. see Monk, A.F.